

FIG. 1

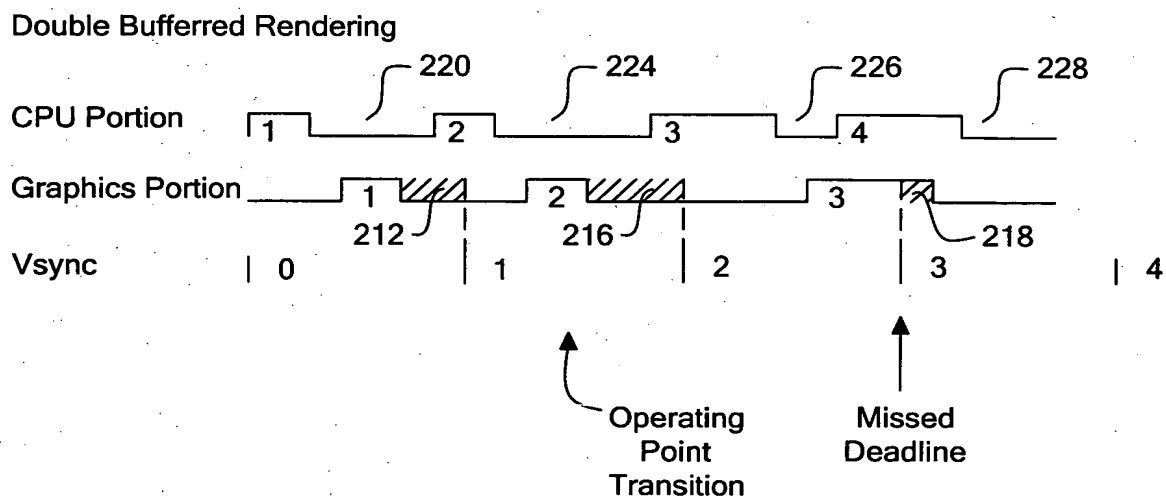


FIG. 2

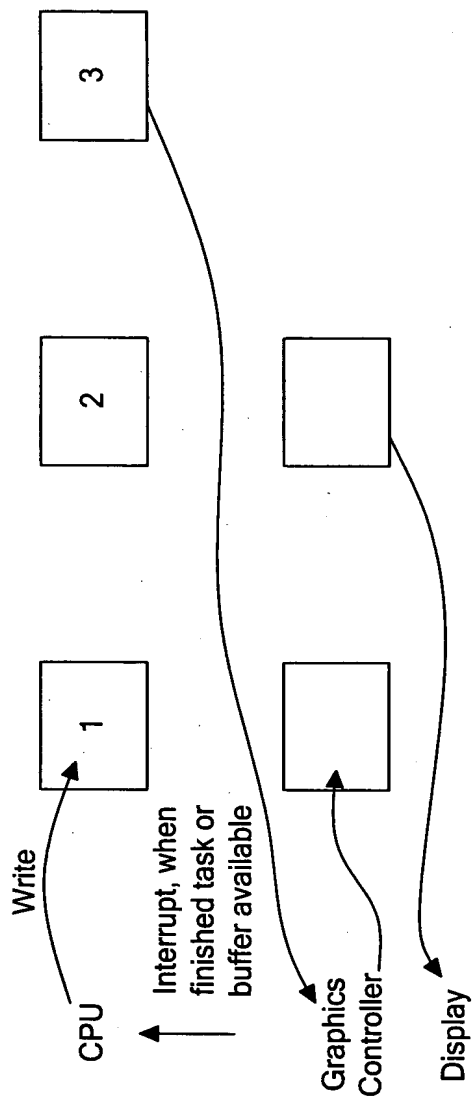


FIG. 3

Tripple Buffered Rendering

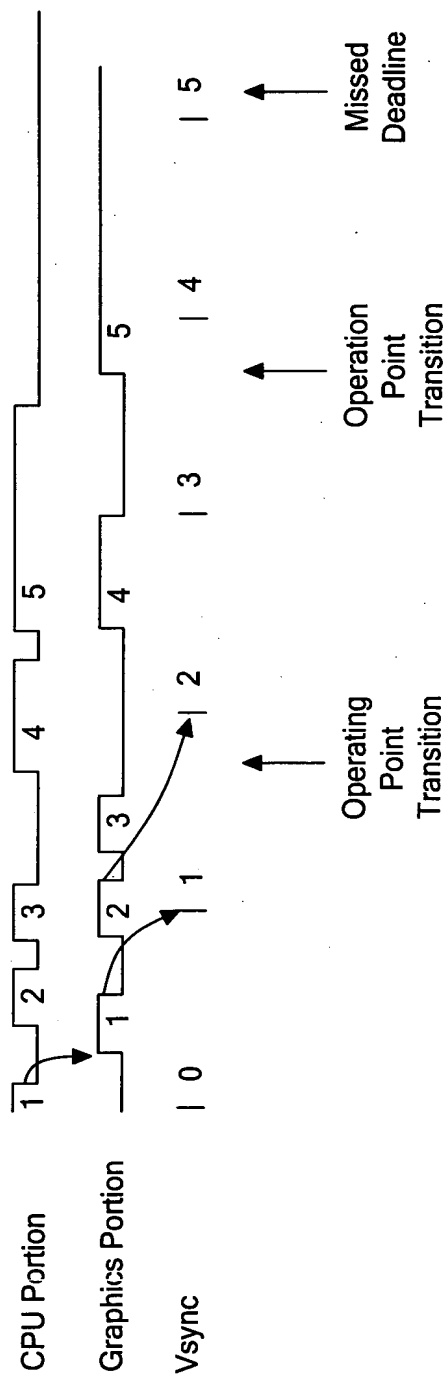


FIG. 4

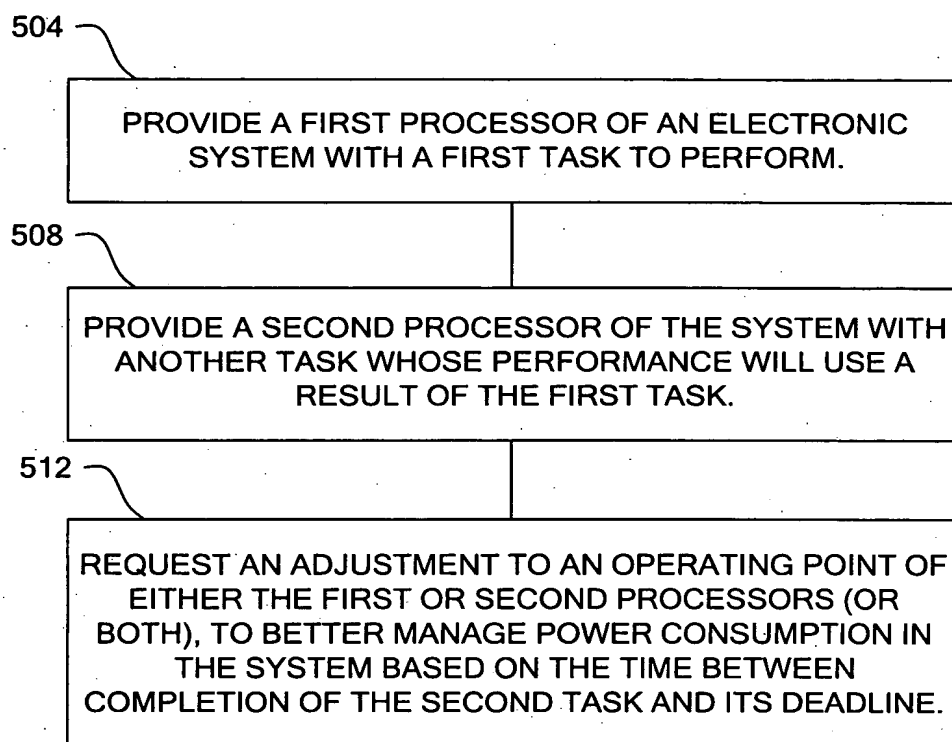


FIG. 5